ABSTRACT

Players can quickly and easily determine the sequence of play following the player character in the current turn, and can flexibly use the characteristics applied to each of multiple characters to strategically advance the game. When a battle scene is detected, information preset according to the actions that the player characters are to perform, information preset according to the characteristics assigned individually to multiple characters, and information preset according to the status derived from game progress for each of the multiple characters is used in a calculation to determine the action sequence of the multiple characters. The determined action sequence is displayed according to the selection of actions each player character is to perform. If the player then performs a specific operation, the selected actions and the action sequence of the multiple characters corresponding to those actions are accepted.